Kickstarter Data Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Three conclusions from provided data is as follows.

Top 3 categories that were successful are theater, music, and film and video. Top 3 sub-categories are plays, rock, and wearables.

Top 3 successful months were May, June, and February.

Most successful country was the United States.

1. What are some limitations of this dataset?

The limitations are that there is not enough data

1. What are some other possible tables and/or graphs that we could create?

Possible tables that could be created could be the percentage of successful, failed, canceled categories and the